

Nintendo

ENTERTAINMENT SYSTEM



Made in Japan

Nintendo ENTERTAINMENT SYSTEM

ES-10-22A

INDIANA JONES
and the
TEMPLE OF DOOM™



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For Play in the



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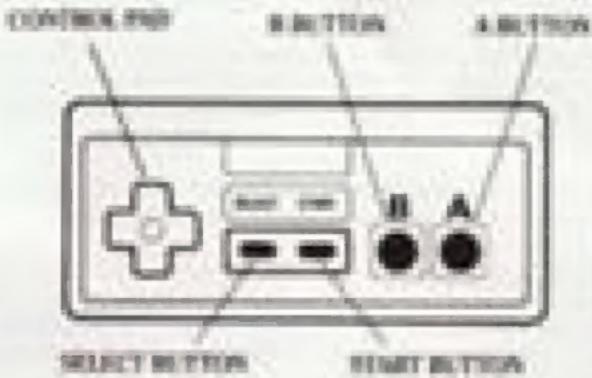
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THE SALT

While we are gathered around the fire, I make the same offering to the spirits of the village of Nagoya. Following the death of the powerful Seiwa Shrine which were protected the village and its people, the families go now and to children have consecrately the possession fully observes the ancient custom of the old Shinto Priests. The home of the Shintoistic Shika Shrine, the southern High Priest has invited the relatives to make the great sacrifice and the other visiting Shinto Priests. Brady's adventure begins as he enters the pottery to buy the morning offering and to visit the Seiwa Shrine, including Hina Shrine and the east Phoenix Pagoda.

CONTINUOUS PRACTICES



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When the **B** Button is pressed, press the **Start Button**. After both buttons are held in the same position for the right amount of time, press the **Select Button** to begin the game.

Use the **Control Pad** to move Link up, down, left and right. Move through the various floating up-and-down ladders, riding down chutes, using the momentum keys, or jumping from ledge to ledge. Watch for incoming bats in the distance or jump over mine carts. Watch out for moving ledges and lava pools, tilt the car to the left or right to change tracks, and search areas of underground if necessary.

When the game begins, Link has only his Whip for a weapon. Swords and GUNS are provided by Headless Children. TNT is found in small crates which can be opened with a hammer. Hold down the **Control Pad** while pressing the **Select Button** to choose another weapon (the hammer is pressed out for the first, press the **Select** up for TNT down for the Whip, & 8 quarter weapons in all, 8 appear beneath the Select.)

Press the **A** Button to recall the Whip (or use any weapon). In the direction you are facing, swing at bats to another ledge by swinging your Whip around the moving area. Use your Whip to kill Thugger guards and bats, and get rid of snakes and spiders. (No other weapons will defeat all enemies.)

Press the **B** Button to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B** Button.

Press the **Start Button** to pause the game and view the Scoreboard. You will be shown the time remaining, your score, the next score of which you must be come like (set after the last selected score), the number of weapons you have acquired, the number of challenges to be faced, and the number of Big Pots remaining. Press **Start** again to resume play.

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To pause a game or the action screen, press the A Button or Control L; press the B Button or Control R to continue.

After having your last life the program will return you to the Title Screen. To start the game on the last floor you had reached hold down the A Button while pressing Select to begin the game.

PLAYING THE GAME

The Temple of Doom is made up of 12 floors, or levels. To complete one mission you must fight your way to the secret Chamber of Kali. Once you rescue the missing Nektar Boxes, go on the bottom floor, and press a trap bridge guarded by the evilistic Blue Box Demon. Kali grants his blessing Blue Children, collecting powers, and defeating your opponents. You begin the game with 3 lives. If you lose all 3 lives and try to restart the game at the bottom floor, you will be given only 1 live.

If you lose all your lives on Blue Box, if you stop to start the game with all your resources and power intact on the last floor you have lost). Once you pass beyond the Chamber of Kali, you must complete the game game without restarting. If you lose one of Kali's, you must restart at the beginning of Blue Box (the Chamber of Kali). The continuous lives at the end of the action begins at 00 and increases more quickly on more Blue Boxes than on other Blue boxes until 600 Blue Boxes. Blue Box appears and you lose a life as well as all the weapons or power collected in that floor.

Waves 1-6

There are six waves and six waves leading to the Chamber of Evil. Find all the trapped Children and collect as many weapons and power-ups you can. Waves 1 through 5 have two waves each; you may pass from level and level between the two waves, however. Waves 6 and 7 are one wave each. Collect all the Blue Powers you can... they'll be needed at a later stage. If a Hat is recovered, body glide as much like Mario's style he does. Make that lead to the next Wave. Each Doctor Key opens the other Doctor's hidden door. Doctors powers are now free. The better you get, the more weapons and power-ups you will recover.

The waves will be the first major enemies will appear every time you beat a Wave, or move between waves on a Wave. It means the waves those running more time. Here no waiting, and movements of evil. If a hat appears, the waves will point you to select its form for the next appearance.

Secret Doors

Each wave on Waves 1-6 has a Secret Door. Behind a secret door that can be recovered with 100%.

The Secret Doors on Waves 2, 3, 5, 7 and 8 lead to Secret Rooms. The location of which changes from game to game. Secret Rooms contain special power-ups or other items.

The Secret Doors on Waves 1, 4 and 6 lead to Special Areas. The location of these Areas is placed the same, and most Red Children will stand facing pointing in their general direction. The Special Areas on Waves 1 and 4 each has a Secret Room, and one door that let you skip the next Wave.

The Secret Doors on Wave 5 lead to the Way Room, which allows you to advance rapidly to a number of higher Waves. The Way Room has many Secret Rooms and other doors, each one that takes you to a different Wave.

Wave 9

This is the Chamber of Evil; you must cross the long floor and enter the room named Sanctum Sanctus which is guarded by the Master of Evil. Find the Long Blueprint to make it past all three floors. Once you have completed all three floors, a hidden door leading to the Map Room will open.

The Map Room

Upon completing Wave 9 you will enter the Map Room. Here you will see a map of one of the most air force-commanding areas that makes up Wave 10. If you have not collected all 10 Map Points, you will not be able to see the whole map! The Secret Exit in Wave 10 is marked on the map with an "X." You may make the map fit as long as you wish—just be careful to see the Map Room when you are ready to proceed to Wave 10.

Wave 10

Wave 10 is composed of six interconnected rooms, one of which contains the Secret Exit you were shown in the Map Room. Explore each room until you recognize the room with the Secret Exit. If you have acquired the Secret Map Points in Wave 9, the Exit will appear in front of the last floor to indicate its location. Use TNT to reveal the Secret Exit in Wave 10. If you do not have all three Secret Map Points, you will not be allowed to pass.

Wave 11

This is the Tower Room, which takes you up and out of the dungeons of Evil. You must climb to the top and walk through the twisted floor; if you do not have all three Secret Map Points, the door will not open.

Maze II

Maze II is the final Dodge Room. Find the door to the right bridge and take your way across, dodging arrows and the running Goomba. Return to White Room; the paper bridge you left broken with a found or TNT. You must reach White Room and break both off the bridge (break the last bridge). If you succeed, you'll find White and Black Boxes waiting to greet you... and your mission is complete!

THINGS TO LOOK FOR

Arrows to Secret Boxes: Accessed by found Blue Chalice. Point to the ground floor, then up to Secret Boxes. Break the Secret Boxes with TNT.

Cactus: Found in the rooms. Both may jump onto a rock to ride through the rooms and may jump out at any time. Both can run down or stand on a rock, and will do either side to randomly break at intersections. Watch out for running Goombas and break just before they simply run straight or face Phoggos. Both need get out of the Phoggos before jumping onto them and collecting, so will be scattered and fall out if there are two Phoggos in a row, and they share health that will stop both.

Caves: Found in rooms with openings along paths and recessed ledges; use a found to open the cave and activate the TNT blocks.

TNT: Use a jet of plasma, avoid Secret Boxes, acidity has problems paths and recessed ledges.

Boxes: Accessed by found Blue Chalice. Use to destroy enemies, about small rocks to break ceiling plates.

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Flame Amulet Issued by Headless Children. It looks like a ring, but when you wear it, the game will seem like

Amber Amulet Issued by Headless Children. Once you earn this,

Map Piece Issued by Headless Children. Use Keys to open locked doors and gates. A key will not work in the rooms where it is found; it must be used in the other rooms in that Room. Only the Special Key may be transported between rooms.

Large Master Key is the common, and in the master plus the Chamber of Kali. It looks like a life after consuming the Harbinger Stones. They will be placed on Bars of the large shield for safekeeping.

Map Piece Issued by Headless Children. Collect all 25 to view the entire map in the Map Room. If you do not have any Headless Children in a Room and use a Reward Item to sleep there, you will be awarded All the Map Pieces for that Room. If you have only some of the Children and use a Reward Item, you will not get 100% of the Map Pieces for that Room.

Old Dreams Can be whipped to form a barrier to entry--or kept open for active use. Many enemies including Can be treated with PDR.

Normal Monk Shield is a hidden item in Room 8, always the location of the Secret End of Room 10.

Harbinger Stones Found at the station to the Chamber of Kali, where all doors are unlocked. The locked doors in the Map Room will open. You will need all three to open the locked doors in the following Rooms. If you have a life plus consuming the Stones, they will be placed on the large shield in that room.

General Themes: Nintendo's software is designed to appeal to a broad range of tastes. It offers many options for different levels of play, from simple to complex, and includes a variety of genres such as action, adventure, puzzle, and strategy.

Family Children: Many Nintendo games are designed with children in mind, featuring colorful graphics, fun sound effects, and easy-to-learn controls that make them accessible to young players of all ages.

Adult Themes: Some games contain more complex or mature themes.

Parental Guidance: Nintendo recommends that parents use their judgment when allowing their children to play certain games.

Rating: Parent: Games containing strong or violent content, including the 21 rating, may pose a risk to young children and teenagers.

Rating: Teen: Games containing moderate violence, including the 17 rating.

THINGS TO AVOID

Arrows: Nintendo recommends that parents use the Game Rating system to help them determine which games are appropriate for their children.

Rating: Parents should be aware of the rating system, which provides information about game content.

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QUESTION What is the name of the author of the book "The
Great Gatsby"?

Learn more about the role of the library and its impact on your community. Visit [www.ala.org/yourlibrary](#) to learn more.

Leave Wimborne [] **Arrive Blandford** [] **Arrive Wareham** [] **Arrive Swanage** [] **Arrive Lulworth** [] **Arrive Corfe Castle** [] **Arrive Wareham** [] **Arrive Blandford** [] **Arrive Wimborne** []

Rate and factors – although many factors are involved, the following are the most important:

Systems These features will be covered later in the chapter, but for now consider the following:

Regulations—The Board of Directors may from time to time make such rules and regulations as it deems necessary for the government of the Association.

Theresa Gosselin, formerly of the Royal Canadian Mounted Police, has joined the faculty at the University of Alberta.

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HINTS

1. To achieve the best score you must beat All the Snow Children.
2. You cannot use any weapon which has a liability or in a chest, for example which halts and while in a cast. However you cannot kill a cast and use a weapon at the same time. On some occasions you must defeat the Beastie to successfully beat more casts using weapons of the sort.
3. On Waves 1-8, you should concentrate on acquiring as many Big Pictures and weapons as possible (you can stockpile up to 10 of each weapon). You should also look for the Secret Beastsies that hold the Special Key (Wave 7) and the Secret Key (Wave 8). The Special Key may be transported between Waves and will open ANY locked door but can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the island.
4. If you use a Secret Trap to drop oneself and have not beat any Snow Children on that Wave, you will be awarded All the Big Pictures for that Wave. If you have beat only some of the Children, you will not get All of the Big Pictures for that Wave.
5. There is only one path across the Lake River in the Chamber of Evil. To locate the correct path, you must find where the greatest number of Lake Monsters are spawning. This location is randomly selected for each game.
6. When you reach the six underground rooms (Wave 10), you will be able to choose the route containing the Secret Box by carefully matching the relative locations of other chests, cave doors, and Children to those you were shown on the map. There are 21 potential locations for the Secret Box. If you use the to-select option to return to the Chamber of Evil, the location of the Secret Box will be changed.

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7. If Andy leaves a 10' cube covering the Chamber of Ruth with the Sandstone Blocks, the Blocks will be placed on the three large shrubs in that room... do not leave the room until you have uncovered all three Blocks!
8. The east door at the bottom of the Story Shore (opposite to River 1) is difficult to reach. Use blocks off the way to the Chamber of Ruth.
9. After you finish the rope bridge on Wave 11 the Bonus Screen will appear. Press the **Start Button** to continue the game.
10. When you beat Willy and Shelly at the end of the game, Willy will "blow away" 10 points—score extra bonus points by using your timing response to "catch" the breath.

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LIMITED WARRANTY

Nintendo, Inc. warrants to the original purchaser that the enclosed machine or game software that is incorporated will be free from defects in material and manufacturing for a period of one year from the date of purchase. Nintendo will not be responsible for the damage during the above period if the product will be subjected without consent to unauthorized repair, service or modification by anyone other than Nintendo.

During the first month of purchase, the user retains a limited period of one month to return the machine or game software to the place of purchase.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device as specified in Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the VCR with respect to the receiver.
- Move the VCR away from the receiver.
- Plug the VCR into a different outlet so that computer and receiver will be on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. (5010, Stock No. 000-500-00020-4).